

# **Computer Game & Simulation Programming**

## **Individual or Team Event**

**Performance Event with Judge Q & A**

**THERE IS NO RLC COUNTERPART FOR THIS EVENT.**

### **Regulations**

- *Refer to National Competitive Event Guidelines for description and procedures.*

### **Eligibility**

- Each local chapter may submit one (1) entry that may be created by an individual or team of two or three members.
- No more than one member in a team of two or two members in a team of three may be substituted should circumstances arise that warrant the substitution.
- Two copies of the program (DVD or Flash Drives) containing the executable object, source files(s) saved as .txt file(s), sample data file student used and a readme file (digital and print copy) must arrive at the State Office by **the first Wednesday in March**. The programs will be returned to the chapters, and the first- and second-place winning programs may be revised for competition on the national level.
- No more than one (1) team member may have competed in the event at a prior NLC or have competed more than two (2) years at the national level.
- Student members, **not advisers**, must prepare the project.
- Entries will be judged according to the rating sheet.
- The solution must run standalone with no programming errors. Points will be deducted for logical errors.
- Programs must be accompanied by a readme file (digital and print copy) noting software used; name of participant, school and state; source of information; and instructions on running the program.
- The program must be designed so that the program will run when copied to a hard drive with this path C:\NLCDESKTOP\.
- A member may enter only one individual or team event and one chapter event. Who's Who in FBLA does not count as an event.
- **The Statement of Assurance event form must be submitted to the State Office by the first Wednesday in March.**

### **Procedures**

#### **The 2014 program is:**

*The player is an intern at a large company. He is navigating a six story office building as a career journey. Starting at the bottom level, the player will encounter business related obstacles that require new skills. Fortunately, the player can choose a high school FBLA competitive event to obtain these skills. The event choice will provide a small text segment of information related to the event skills that should lead to the correct answer or action. When the skills have been obtained, the player will level up to the next floor of the office building to take on more difficult obstacles and choices. At the top floor is the goal, a full time job of his dreams. Other engaging gameplay may be incorporated during game navigation. This may include avoiding a distracting coworker, collecting knowledge points, or other creative and entertaining action that fits the theme. Minimum five skill enhancements per level. The Audience is middle school technology students thinking about joining FBLA in high school. Games must conform to an ESRB rating of E for Everyone. (Game theme can be modified to fit financial literacy or other topic of interest)*

## Computer Game & Simulation Programming -- Continued

### Administration of Events

RLC	SLC
No RLC counterpart.	2 DVD or Flash Drives containing the executable object, source file(s) saved as .txt file(s), sample data file student used and a readme file (digital and print copy) must be received by the State Office by the <b>first Wednesday in March</b> .
	The DVD or Flash Drives must be labeled with the name of the event, state, participant and school.
	The top 8 finalists will present a seven minute oral presentation at SLC. Finalists and schedules will be posted at SLC, not before.
	Five minutes will be allowed for the setup of equipment. Each individual must provide their own computer and projection device (or television and DVD player) for the presentation including a copy of the program.
	Programs should run on Windows XP or higher.
	DVD or Flash Drives should be free of viruses/malware.
	Oral presentations will only occur at SLC if there are 10 or more competitors in this event. Individual schools will be contacted after the <b>first Wednesday in March</b> to notify competitors if a performance will be required at SLC.
	Top THREE finishers advance to NLC competition.

### Performance Event with Judge Q & A

Teams will have seven (7) minutes to present the case to describe the program. A timekeeper will stand at six (6) minutes and again at seven (7) minutes. When the presentation is finished, the timekeeper will record the time used, noting a deduction of five (5) points for any time over seven (7) minutes.

Following the presentation, judges will conduct a three (3) minute question-answer period.

### Judging

- All decisions of the judges are final.
- The rating sheet(s) the judges will use are found in the Wisconsin Competitive Event Guidelines.



# FBLA COMPUTER GAME & SIMULATION PROGRAMMING

## Production Rating Sheet

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
<b>Program Usability and Support</b>					
Storage media, uploaded folder, and shortcuts formatted properly	0	1–3	4–7	8–10	
Instructions clear and executable launches from shortcut without modification	0	1–3	4–7	8–10	
<b>Game Play Evaluation</b>					
Quality of Rules—rules presented well and player knows what to do	0	1–3	4–7	8–10	
User Interface—game controls are easy to use without much explanation	0	1–3	4–7	8–10	
Navigation—the player can get to the end of game and knows how to get there	0	1–3	4–7	8–10	
Performance—no errors, bugs, or glitches	0	1–3	4–7	8–10	
Play—game is challenging, the game can be completed	0	1–3	4–7	8–10	
Artistry—color, backgrounds, characters, sounds are attractive and visible	0	1–3	4–7	8–10	
Player Interactions—player participates in the story and the actions are consistent with the concept	0	1–3	4–7	8–10	
Immersion—player feels connected to the game play and is not distracted or removed from interaction	0	1–3	4–7	8–10	
Rewards—player is rewarded properly for taking game risks	0	1–3	4–7	8–10	
<b>Game Concept &amp; Design Evaluation</b>					
Fully addresses concept and topic	0	1–7	8–14	15–20	
Game play and graphics appropriate for concept and age group	0	1–3	4–7	8–10	
Incorporates entertainment and education elements	0	1–3	4–7	8–10	
Title slide is attractive with working direction, quit, and start buttons	0	1–3	4–7	8–10	
Contains all levels required	0	1–3	4–7	8–10	
Errors did not crash game or prevent continuing game play	0	1–3	4–7	8–10	
Code is well written and logically designed	0	1–3	4–7	8–10	
Code or game engine events are well commented to explain logic used and reason for a block of code	0	1–3	4–7	8–10	
<b>Subtotal</b>	<b>/200 max.</b>				

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## FBLA Computer Game & Simulation Programming Production Rating Sheet (Continued)

**Penalty Points** Deduct five (5) points for not adhering to Guidelines (maximum of fifteen [15] points).  
☐ 2 copies of media not received   ☐ Statement of Assurance not received   ☐ media labeled incorrectly

**Total Points**

**/200 max**

Name(s): \_\_\_\_\_

School: \_\_\_\_\_ State: \_\_\_\_\_

Judge's

Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Judge's  
Comments:



# FBLA COMPUTER GAME & SIMULATION PROGRAMMING

## Performance Rating Sheet

☐ Preliminary Round

☐ Final Round

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
<b>Content</b>					
Describes the topic, presentation, and challenges	0	1–2	3–4	5	
Describes the planning process used to design the game through planning documents such as storyboards, flowcharts, etc.	0	1–3	4–7	8–10	
Describes design software selection and why these were most appropriate to the task	0	1–3	4–7	8–10	
Describes the user interface (input/output parameters) and why this applies best for this audience	0	1-3	4-7	8-10	
Describes how the program flows from starting point to victory and what is needed to win	0	1-5	6-10	11-15	
Describes user interactions and how these actions are entertaining, educational, and engaging to the audience	0	1–5	6–10	11–15	
Describes the program modules, structure, and commenting	0	1-3	4-7	8-10	
Describes the usefulness of the program in meeting the educational goal of the topic	0	1–2	3–4	5	
<b>Delivery</b>					
Statements are well-organized and clearly stated; appropriate business language used	0	1–2	3–4	5	
Demonstrates self-confidence, poise, and good voice projection	0	1–2	3–4	5	
Demonstrates the ability to effectively answer questions	0	1–3	4–7	8–10	
<b>Subtotal</b>					
					<b>/100 max.</b>

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<b>Time Penalty</b> Deduct five (5) points for presentation over seven (7) minutes. Time:	
<b>Dress Code Penalty</b> Deduct five (5) points when dress code is not followed.	
<b>Penalty</b> Deduct five (5) points for failure to follow directions	
<b>Total Points</b>	<b>/100 max.</b>
<b>Prejudged Score</b>	<b>/200 max.</b>
<b>Final Score</b> (add total points and prejudged score)	<b>/300 max.</b>

Name(s): \_\_\_\_\_

School: \_\_\_\_\_ State: \_\_\_\_\_

Judge's  
Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Judge's  
Comments: